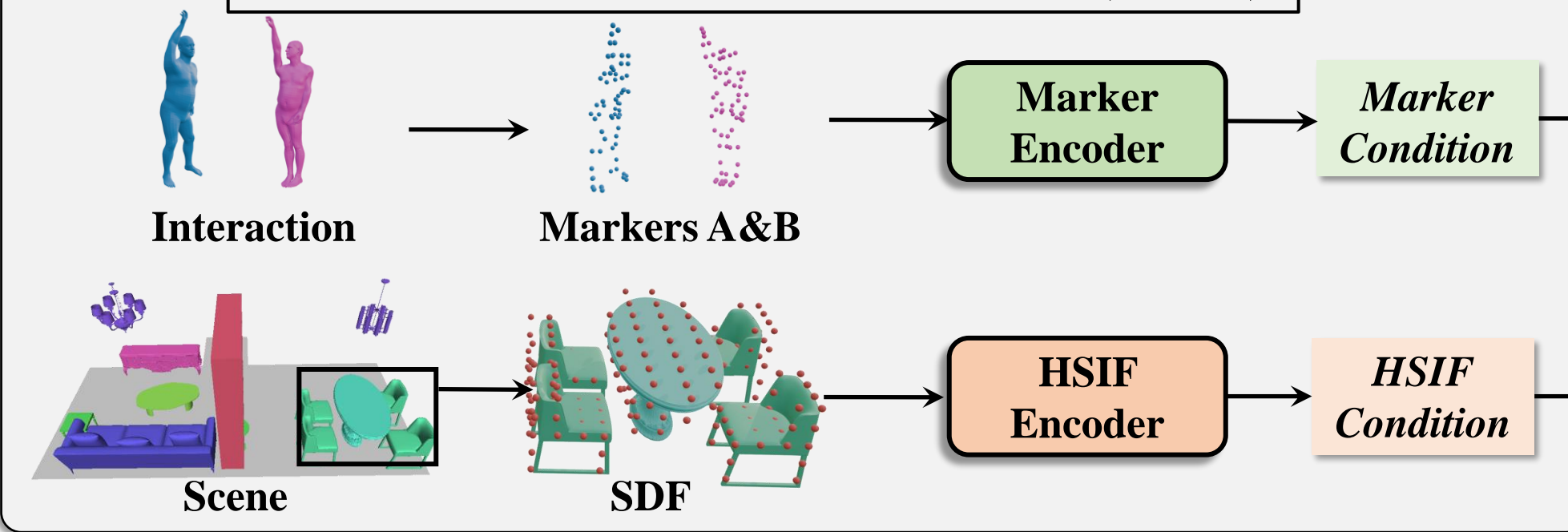
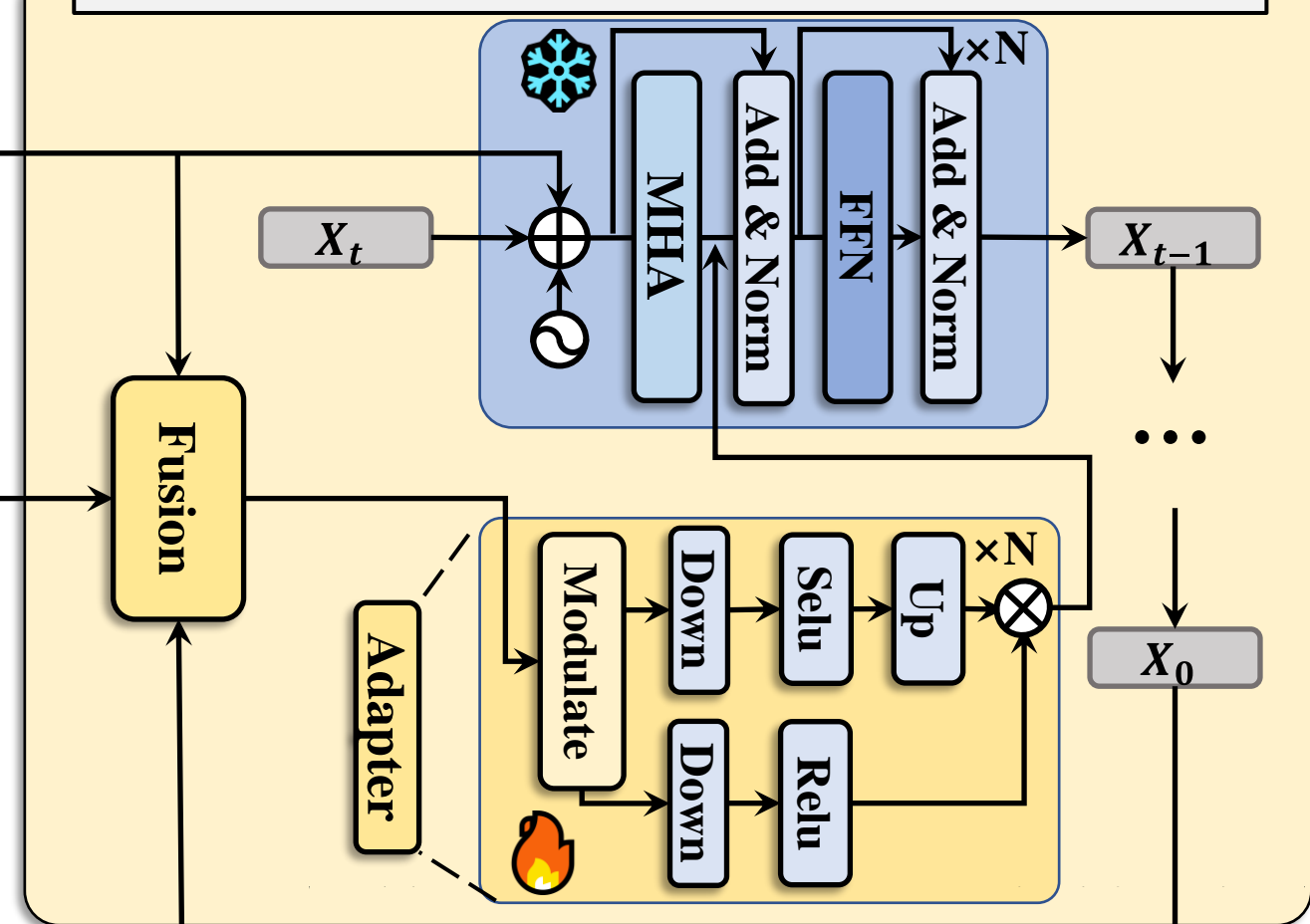


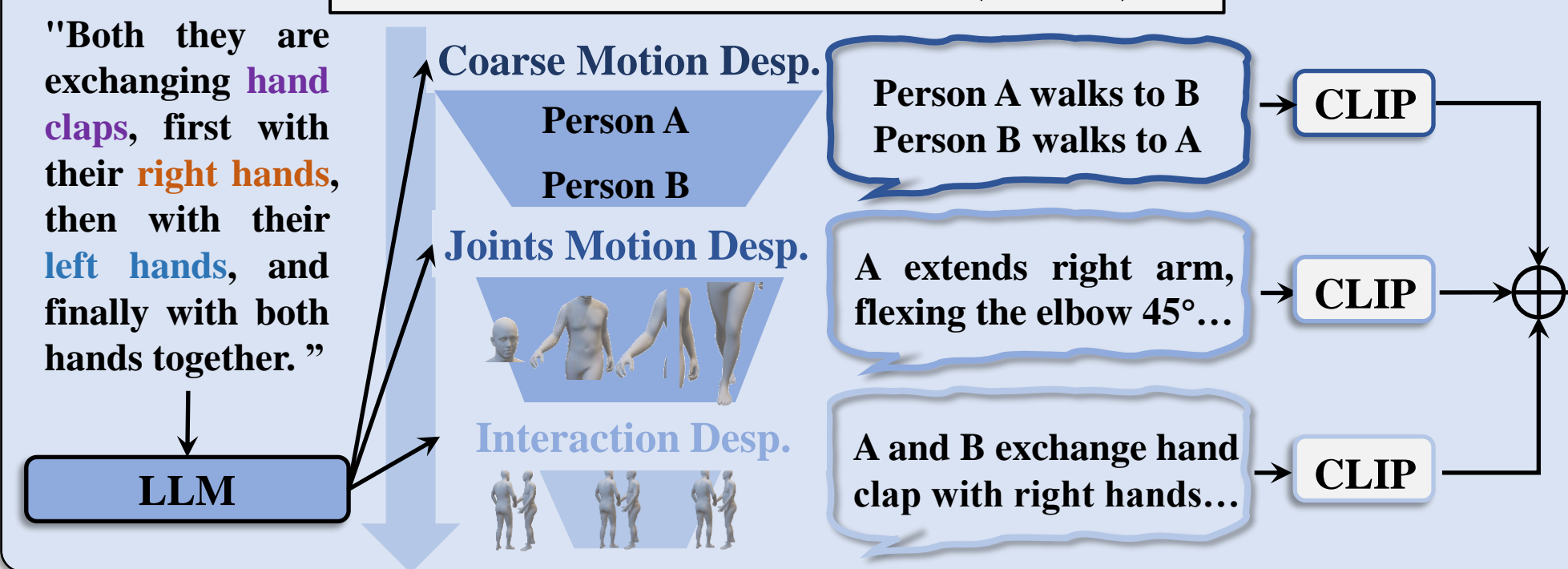
Human-Scene Interaction Field Construction (Sec. 3.1)



Scene-aware Interaction Diffusion Model (Sec. 3.3)



Hierarchical Text Refinement (Sec. 3.2)



Generated Interaction